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Title: MAGIC CANDLES

Author:  
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The devout follower of Balance will know how to form the blocks of ice which are necessary in achieving Balance. To those of you who have forgotten your lessons, take heed: Take the magic tapers to the Walls of Ice. Therein, use the tapers upon the walls.

Create Soul Prism: This spell doth enchant a prism so that it may become the receptacle for a soul. Though powerful, this spell hath limited applications. The reagents necessary are: sulfuric ash, blood moss, garlic, mandrake root, spider silk, and serpent scales.

Create Automata: This spell is actually misnamed, for it doth not create automata, rather, it repairs them. If thou dost have a damaged automaton, simply cast this spell over the body and it shall be fully restored. The necessary reagents to cast this spell are as follows: sulfuric ash, mandrake root, spider silk, and serpent scales.

Create Ice: This spell immobilizes a chosen enemy in a block of ice. After a short period of time, the ice shatters, and the foe is released. Only two reagents are necessary to cast this

spell: worm heart and spider silk.

Invoke Serpent: This spell summons a snow serpent that is "friendly" to the caster. The reagents necessary to cast this spell are as follows: blood moss, garlic, worm heart, spider silk, and serpent scales.

Serpent Bond: This powerful spell transforms the caster into a serpent for a short duration. This spell is very useful for obtaining ingress into places ordinarily inaccessible, such as a small crawlspace. The reagents necessary to cast this spell are as follows: blood moss, black pearl, garlic, worm heart, spider silk, and serpent scales.

Imbalance: This powerful spell is very dangerous. The energy released by this spell sprays out in a random pattern, usually destroying whatever is hit. The reagents necessary to cast this spell are as follows: blood moss, sulfuric ash, worm heart, nightshade plant, and serpent scales.